data is generated by an analog controller that generates at least 150 points of contact per second based on the contact made by the object on the physical viewing area;

determining the amount of pressure imposed by the object on the physical viewable area;

determining the amount of time the object makes contact with the physical viewable area;

determining a pointer size of the object based on the determined amount of pressure as a function of the determined time; and

activating either the first application tool or the second application tool, based on the determined pointer size of the object.

26. A method of providing a touch-responsive user interface comprising the steps of:

detecting an object making contact with a physical viewing area;

determining a pointer size of the object; and

activating an application tool corresponding to the pointer size,

wherein the determining step includes the substeps of:

determining a rate of change in the amount of pressure imposed by the object on the physical viewing area;

computing a pointer size based on the rate of change in the amount of pressure.

27. The method of claim **26**, wherein the step of determining a rate of change in the amount of pressure includes:

determining whether the pressure imposed by the object on the physical viewing area changes gradually or sharply over a predetermined range of time.

28. The method of claim **27**, wherein the computing step includes:

associating the pointer size with a stylus pointer when the pressure imposed by the object changes sharply; and

associating the pointer size with a finger when the pressure imposed by the object changes gradually.

29. An apparatus for providing a touch-responsive user interface comprising:

means for detecting an object making contact with a physical viewing area;

means for determining a pointer size of the object; and

means for activating an application tool corresponding to the pointer size,

wherein the means for determining includes:

means for determining a rate of change in the amount of pressure imposed by the object on the physical viewing area;

means for computing a pointer size based on the rate of change in the amount of pressure.

30. The apparatus of claim **29**, wherein the means for determining a rate of change in the amount of pressure includes:

means for determining whether the pressure imposed by the object on the physical viewing area changes gradually or sharply over a predetermined range of time.

31. The apparatus of claim **30**, Wherein the means for computing includes:

means for associating the pointer size with a stylus pointer when the pressure imposed by the object changes sharply; and

means for associating the pointer size with a finger when the pressure imposed by the object changes gradually.

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